SEGA SPORTS™

NBA 2K2

EVERYONE
CONTENT RATED BY ESRB

NBA

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

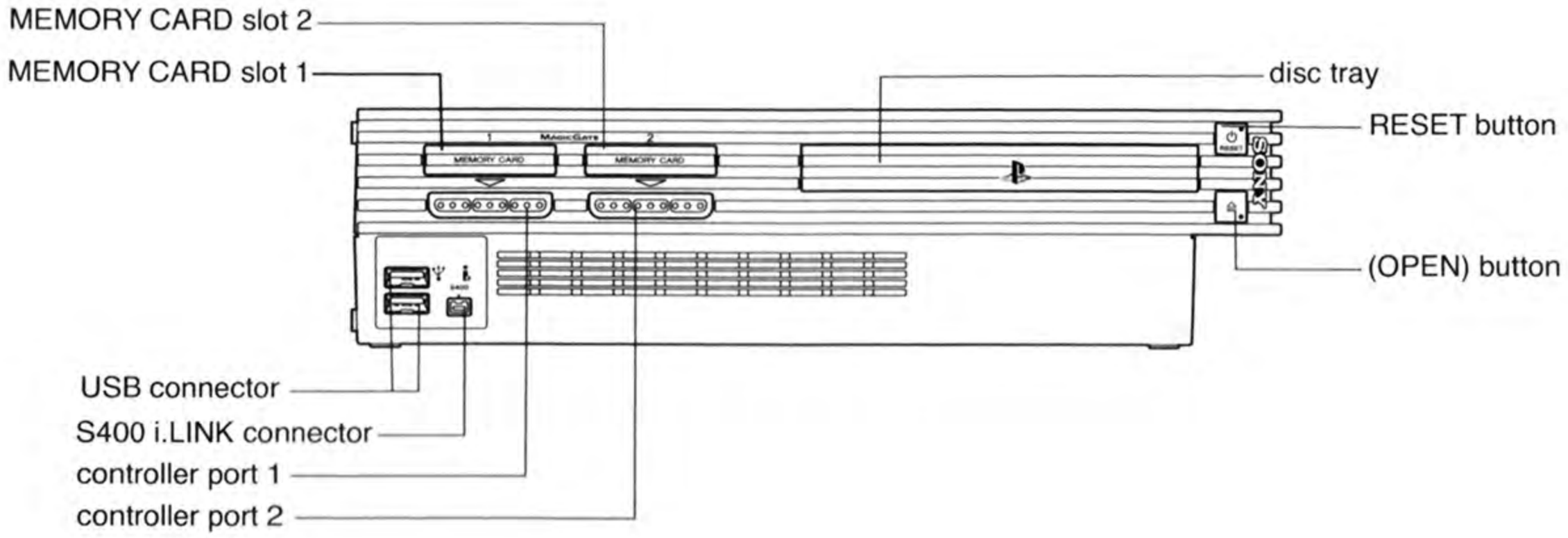
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Table of Contents

Getting Started 2
Starting Up 3
Powering Up The System 3
Control Summary 4
Menu Controls 4
Team Selection 5
Options Menu 5
Offensive Controls 6
Free Throw Shooting 13
Basic Defense 14
Defensive Sets 16
Pause Menu 17
In-Game Coaching Moves 17
Timeouts 17
Substitutions 17
Stats 18
Cameras 18
Replay Controls 18
Game Modes 19
Exhibition 19
Season 19
Practice 19
Street Courts 21
Allen Iverson Bio 22
Quick Reference 24
Offensive Controls 24
Defensive Controls 24
Franchise 25
Customize 27
Player Create 27
Pre-set Players 27
Team Create 28
Legends Teams 28
Team Capsules 29
Credits 39
Notes 42

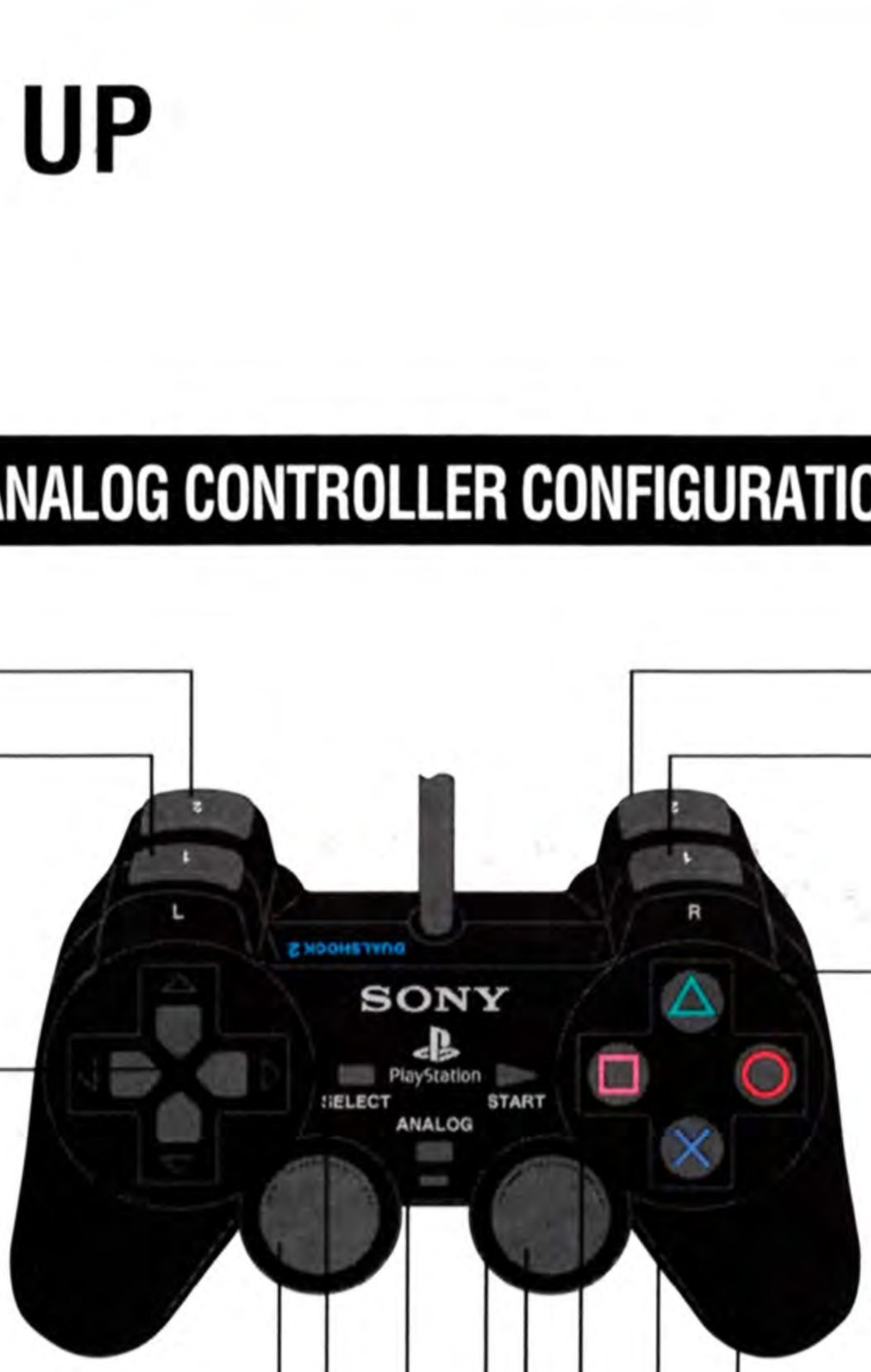
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Sega Sports NBA 2K2 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Powering Up The System

NOTE: Sega Sports™ NBA 2K2 is a one to eight-player game. Before turning the PlayStation 2 Power ON, connect the controller(s) or other peripheral equipment into the control ports of the PlayStation® 2.

Control Summary

Sega Sports NBA 2K2 is designed with analog functionality in mind. The DUAL-SHOCK®2 analog controller provides a full range of motion and adds to the overall depth and pinpoint control of the game. However, we understand that "old habits die hard," so if you're partial to using the directional buttons as your primary source of control, you can modify the controller settings to do just that. From the Main Menu, select **Options**, then select **Controller**, and use the **R1/L1** buttons to scroll through the available combinations to find one that's right for you.

Coach's Corner: Feel The Power

To get the most from your DUALSHOCK®2 analog controller, you'll need to turn the Vibration setting to ON. To do so from the Main Menu, select **Options**, then select **Presentation** and change **Vibration** to **ON**.

Menu Controls

Button	Action
left analog stick	Highlight menu options
✖	Select/Scroll forward through highlighted sections
●	Scroll backward through highlighted sections
■	Access a Help Screen
▲	Cancel/Return to previous screen

Team Selection

Once you're ready to start a game in any mode, you'll be guided to this menu. Press the left analog stick to the left or right to select whether you'd like to control the visiting team (left) or the home team (right). After you've moved the controller icon to the left or right, press the **L1** or **R1** buttons to cycle through the list of available teams. Once you've set the match-up you desire, press the START button to get things underway.

Options Menu

Customize the way you play NBA 2K2 prior to the opening tip with this menu. Press the ✖ button to cycle forward through an option; press the ■ button to cycle backward.

NBA Rules	Every rule in the game is adjustable or can be turned on and off.
Game Play	Adjust such parameters as game speed, quarter length, and difficulty.
Controller	Browse through different controller configurations, including those utilizing the directional buttons.
Presentation	Adjust sound effects, commentary, music, overlays and more.
Player Information	Access information about your favorite NBA players.
Users/High Scores	Input your name and allow the game to track your win-loss record and statistics.

Offensive Controls

Here's a look at the basic offensive controls you'll use during gameplay (we'll discuss them in detail in the pages to come) …

Button	Action
left analog stick	Control Player
✖ button	Pass
■ button	Shoot/Jump For Rebound
● button	Crossover Dribble/Spin Move
▲ button	Call Up Pass Icons
L1	Back Down Defender
L2	Call For Pick
R1	Turbo/Speed Burst
R2	Pass To Player Closest To Basket
right analog stick	Bring Up Playcall Menu
right analog stick + ✖,●,■,▲	Call Play
START button	Pause Game

DIRECTIONAL PASSING: ✖ button

Good ball movement is important in setting up open looks at the basket. While controlling the ball, press the left analog stick in the direction of the player you wish to pass to, then press the ✖ button to deliver the pass. Make sure you have an open lane to the recipient, though. Throwing into a crowd, trying to thread the needle a bit too closely, or heaving crosscourt passes will often lead to turnovers.

ICON PASSING: ▲ button

Use icon passing to guarantee that your pass goes to the right teammate. While controlling the ball, press the ▲ button to call up button icons over the heads of your teammates. Then, simply press the corresponding button to immediately send the pass to the teammate you choose.

Coach's Corner: Icon Passing

Want to get the ball into the hands of your point guard to run a play? Need to get it down to your power forward to exploit a mismatch? The following buttons correspond to the following positions:

✖	Point Guard
●	Shooting Guard
■	Small Forward
▲	Power Forward
R1	Center

SHOOTING: ■ button

To shoot the ball, press and hold the ■ button. When your player reaches the top of his jump, release the ■ button to release the shot. As in the real NBA, timing is crucial. If you let go of the button before the player reaches his peak, he'll likely short-arm the shot. Similarly, if you release the shot while the player's on his way down, he'll be more likely to have the shot drift on him or have it blocked. Releasing the shot at the top of the player's jump gives you the greatest likelihood of draining it.

Coach's Corner: Know Your Players

Getting the hang of when to release the ■ button is just the first step to becoming a good shooter (and scorer). Perhaps the next most important aspect to shooting is to learn your players' shooting tendencies. If you've got Shaq firing from behind the three-point line all afternoon, it won't matter how perfectly you release the shoot button – he's not gonna be hitting anything. Similarly, even if your 5'10" point guard's releasing shots in the paint at the peak of his jump, his shots will likely be, uh, "returned" (leaving "SPALDING" imprinted backward on his forehead). Good jump shooters like Reggie Miller or Ray Allen will have a little more leeway with regard to releasing the ball at the exact pinnacle of their jump, just as the big guys like Tim Duncan will generally have a bit more room for error down low.

PUMP FAKES: tap ■ button

To perform a pump fake, tap and release the ■ button in an attempt to get the defender to jump into the air. If he bites, you'll have a good chance to drive around him into the lane. At the very least, you may be able to freeze the defender and create a little space, enabling you to get a cleaner look at the basket.

CROSSOVER DRIBBLES: ● button

Players like Tim Hardaway and Stephon Marbury have made a career out of faking one way with the dribble then breaking their defender's back by crossing over in the other direction. If you catch a defender flat-footed as you dribble toward him, press the ● button to cross over and zip past him.

New this year is a special crossover move. If you press the ● button while your player is dribbling in place, he will swing his arms in a wide crossover motion. Then, press the left analog stick in any direction to have the player fake his crossover and blow past his man.

TURBO/SPEED BURST: R1 button

By pressing the **R1** button, you'll kick your player into overdrive so that his speed and energy pick up a notch. Use turbo to get that extra step past the defender or to gain a bit of extra oomph when you're backing down a defender down low. Be careful not to overuse this however, as your player will tire too quickly if he's continually sprinting up and down the court. If you see him languishing with his head down, it's probably time to get him out of there.

PASSING TO THE PLAYER CLOSEST TO THE BASKET: R2 button

New to this year's version of the game is the option for one-button passing to get the ball to the open man nearest the basket. If you see a player break free down low, simply press the **R2** button and your player will whip a pass to the man closest to the hoop. You'll still be able to pass to that player using the traditional directional passing or icon passing options, but this button can serve to give you those Larry Bird-esque "eyes in the back of your head." If you see a double- or triple-team occurring at the half-court line, someone has to be open. Of course, as with all other passes, if the player is closely guarded when you make the pass, there's a good likelihood that the pass will be knocked away or stolen.

BACKING DOWN THE DEFENDER: L1 button

Do you have a size advantage over your defender? If so, press the **L1** button to drive him back into the paint, then release the button and press the left analog stick in any direction to create space for the shot. If you press left or right, your player will attempt to spin around the defender and get to the hole, or he will perform a drop step. If you pull back, he'll attempt a classic fadeaway a la Hakeem Olajuwon or Juwan Howard. If he's underneath the basket, simply press forward and press the ■ button to slam it on your defender's melon. Don't forget about the three-second violation or the newer five-second "back-to-the-basket" rule.

Coach's Corner: Posting Up

When in a post-up battle, both players' physical size, strength and post-up skill will determine whether you back your man down or bang against a brick wall. If you find yourself squaring off against an equal opponent, try pumping the **R1** button to give yourself a little extra power.

CALLING FOR A PICK: L2 button

To have a teammate set a pick for you in an effort to lose that pesky defender, press the **L2** button. Doing so will cause the teammate nearest you to create a wall for you to step around and (hopefully) get you an open look at the basket.

PLAYCALLING: right analog stick + ✖, ■,●,▲

Each team has sixteen plays in its offensive playbook, of which four plays can be used during a game via the in-game playcall menu. If you'd like to customize the four plays currently in use, select **Coach** from the Pause Menu, and select **Offensive Plays** (you can also set your offensive plays in Customize Mode). To access the playcall menu during gameplay, press the right analog stick to call up the Plays Overlay, then press the corresponding button to run a specific play.

Coach's Corner: Passing Out Of A Shot

Try passing out of your shot by pressing the ■ button to leap into the air, then pressing the ✖ button to pass before you release the shot. It's a great way to get the ball to an open man if the defense collapses on you. To execute this move, you'll need to roll your finger from the shoot button to the pass button. If you let go of the shoot button, your player will release the shot, so you'll need to keep it held down.

Free Throw Shooting

Many people can simply pick up a controller and get a good feel for normal gameplay, but free throw shooting can be a bit trickier. If you want to progress from a Chris Dudley to a Reggie Miller at the free-throw line, it's gonna take a little bit of time and patience.

To shoot a successful free throw, you'll need to line up both green arrows directly over the basket. To do so, press both the left analog stick and the right analog stick at exactly the same pressure to line up the arrows, then press any of the four trigger buttons (**L1**, **L2**, **R1**, **R2**) to release the shot. If you don't press both analog sticks at the same time, your shot will be off (so, you can't line up one arrow then get to work on the second arrow).

Remember that you don't have all day to line up your arrows until they're just right. If you're taking too long, a clock will appear in the upper right corner of the screen to tell you how many seconds you have remaining.

If it's taking a while for you to get the hang of it, a stop off at the Practice Mode gymnasium may be just the tonic for your shooting ills, and can be invaluable in learning the fundamentals of good free throw shooting.

STEALING: ● button

If you catch the ball-handler napping, or if you've double-teamed a big man down low, press the ● button to attempt a steal. Be careful not to overuse the steal button or to lunge for a steal attempt when you don't have a good angle on the ball – if so, the referee will call a reach-in foul on your play.

SHOT BLOCKING/JUMPING FOR THE REBOUND: ■ button

It's always nice to have an enforcer like Dikembe Mutombo or David Robinson in the middle. To swat the ball out of the air, time your jump with that of the shooter's by pressing the ■ button. Be sure to get to the ball while it's on the way up – if you touch it while it's on the way down, you'll be whistled for goaltending.

As with all defensive buttons, try not to overuse your jump. If an offensive player hits you with a quick pump fake, and you leap into the air to block it, you'll most certainly surrender your defensive position and allow a clear path to the basket.

If the shot has already been released, and you're moving into position to clear the rebound, press the ■ button to leap into the air and snatch it down. As an added bonus, if you leap to snare the rebound, and then tap continually on the ● button, your player will swing his elbows in an effort to clear out the opponents around him.

SWITCH TO THE LAST AVAILABLE DEFENDER: ▲ button

Pressing the ▲ button will put you in control of the defender closest to the basket. This is a particularly useful button when you need to defend against the fast break, and is also helpful when you need to get control of one of your low post defenders in a hurry.

FACING UP THE BALL-HANDLER: L1 button

The best position you can be in to stop an advancing ball-handler from driving past you is to plant yourself with your arms and legs spread wide. Essentially, this makes you a bigger object to get around. The disadvantage is that you'll have slower lateral movement in this position, through pressing Turbo (with the **R1** button) will help compensate.

Similarly, when an offensive player attempts to back you down, your only recourse is to try to hold your ground. In this instance, also press the **L1** button to lean against the encroaching player, and again remember that you'll gain a bit of extra power if you press the **R1** button.

DEFENDING PASSES: ■ button

A good way to steal the ball is by closing the passing lanes. Jump in front of passes by utilizing the ■ button to deflect them away from their target and into your own possession.

SWAPPING PLAYERS: ✖ button

Swapping allows you to control the defensive player closest to the ball-handler. The purpose of swapping is to always give you a chance at making the defensive play by selecting the player with the best chance of stopping the man with the ball.

Defensive Sets

Press the right analog stick to bring up the menu and then press the ✖, ●, ■, or ▲ button to select the corresponding defensive set. The default options are as follows:

Button	Action
✖	Man-to-Man – The standard defensive set.
●	Half Court Trap – Defenders try to trap the ball-handler at the half-court line.
■	Full Court Man-To-Man – Defenders pick up their man in the backcourt.
▲	2-3 Zone – New to the NBA in 2001-02. Two men guard the perimeter while three big men defend the low post.

Note: You can also select from a 3-2 Zone, a 1-3-1 Zone, or a Box-1 Zone in your defensive playbook.

INTENTIONAL FOUL: R2 button

Need to stop the clock at the end of the game? Want to stop an uncontested basket? Press the **R2** button to have the closest defender shove his arms out at the ball-handler and commit the intentional foul.

DOUBLE-TEAMING: L2 button

You can call for a double-team by pressing the L2 button. The nearest team-mate will switch from his man over to yours and help tighten the defense on the ball handler.

Pause Menu

In-Game Coaching Moves

From the Pause Menu, you can take control of your team. Select **Coach** to set your defensive pressure, assign your defenders to guard certain people, or call for the double team. By selecting **Settings**, you can decide whether you'd like to be in complete control of timeouts and substitutions, or whether you'd like the CPU to remain in control. Also, you can set at what level of intensity you'd like your team to keep the game tempo, run the fast break, and crash the boards.

Timeouts

When you sense the momentum begin to shift, or when you notice your players are becoming fatigued and running with their heads down, call a timeout to regroup and to regain some energy. Press the START button, then select **Timeout** in the lower right corner.

Substitutions

Remember to use your reserves to help keep your lineup fresh and out of foul trouble. You can make single player moves, change a couple of players, or sub out the entire team. Also, when the game situation dictates a specific type of lineup on the floor (such as a three-point shooting lineup or a group of defensive specialists) you can scroll through and select from predetermined lineups by pressing the **L1** and **R1** buttons.

Stats

Current game stats as well as an updated injury report can be accessed here.

Cameras

NBA 2K2 offers five different camera angles to choose from, as well as six different modifications you can make to each. You can preview each of them to make sure you have everything exactly as you want it.

Replay Controls

Button	Action
✖	Play at real time speed
●	Zoom Out
■	Zoom In
▲	Replay controls overlay ON/OFF
L1	Rewind
R1	Fast-forward
Directional buttons	Move aim indicator

Note: While moving the aim indicator, you can also lock on to any player to follow him throughout the entire replay. To do so, simply move the aim indicator directly on top of whichever target you wish to track.

Game Modes

From the Main Menu, you're given a number of different gameplay options. Here's a quick description of all the different game modes that NBA 2K2 has to offer...

Exhibition

Choose any two teams in the league and take it out to the court.

Season

Play a 14, 28, 56 or 82-game regular season, followed by the playoffs (assuming you're good enough to make the playoffs). It's a long and grueling season. Do you have what it takes to guide your team all the way to the NBA Finals?

Once you've selected your team(s), you can access the Season Play screen. From there, you can begin playing games, set your options, or customize your plays, players, and teams.

Practice

Practice makes perfect. Head on over to the practice arena , select the team to use, and start working on your jumper. The Shot Rater will help you perfect your form and timing by telling you how early or late you're releasing your shot. It's a lot easier when no one's guarding you, isn't it? Also, you can select Free Throw from the Pause Menu to work on your free throw shooting.

Coach's Corner: Scrimmage Mode

New this year is the option to scrimmage against other teams in Practice Mode. This allows you to practice running all the plays in your playbook so that you can get a feel for how each play works. You can almost hear the coach yelling "run it again!".

TOURNEY

Choose to either play in a new tournament or load a previously saved one. Select your teams and determine human or CPU control for each of the 4, 8, or 16 teams that are participating in your tournament.

PLAYOFFS

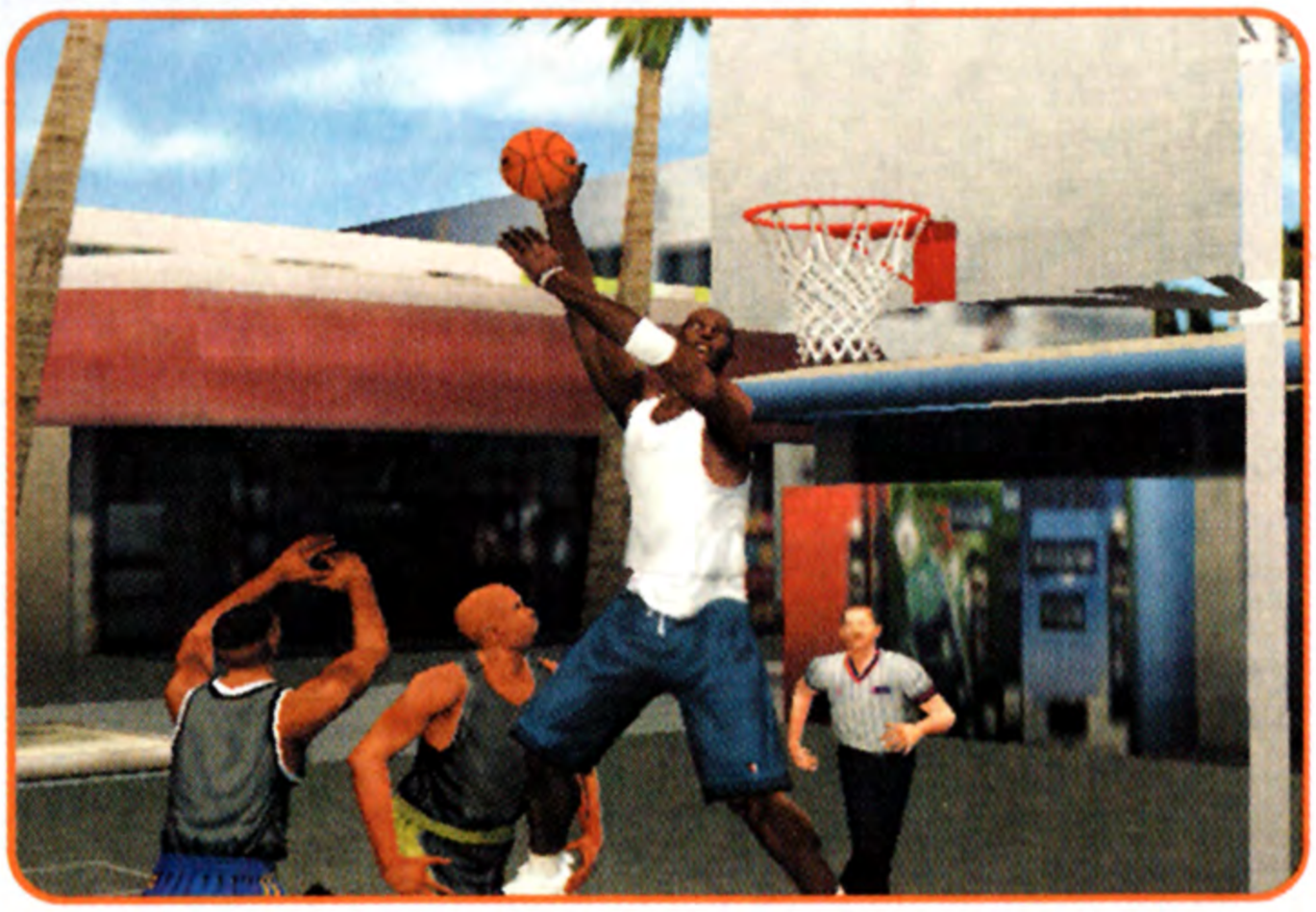
Skip the rigors of the regular season and head straight to the postseason. Can you survive the competition and make it to the NBA Finals?

FANTASY

Create your own fantasy tournament or full fantasy league with this game mode. All available players will be placed in a giant free agent pool, then it's off to the draft. Once you've selected a team, you can take part in a 4, 8, or 16-team fantasy tournament, or play a full fantasy league season.

NOTE: You can either draft the entire team yourself or press the START button to have the CPU automatically complete the remainder of the draft for you.

Street Courts



In NBA 2K2, not only can you play in all of the 3-D rendered arenas, but you can also ball on a number of the most famous street courts in the country. On the Main Menu, select Street, select the number of players you'd like to have on the court (from 2-on-2 to 5-on-5), and select the court you wish to play on. You can choose from the following:

- Rucker Park (New York City)
- The Cage (New York City)
- Goat Park (New York City)
- Franklin Park (Chicago)
- Fonde Rec Center (Houston, TX)
- Hank Gathers Rec Center (Philadelphia, PA)
- Mosswood Park (Oakland, CA)
- Run N' Shoot (Atlanta, GA)
- Venice Beach (Venice, CA)

Allen Iverson Bio

Many predicted the Philadelphia 76ers to be a middle-of-the-pack sort of team in 2000-01. Many were wrong. Behind a phenomenal season by Allen Iverson, the Sixers steamrolled their way to a 56-26 regular season record and the #1 seed in the Eastern Conference Playoffs. Along the way, Allen paused just long enough to return to his old stomping grounds in Washington, DC, score 25 points and pick up the MVP trophy at the 2001 All-Star Game. After a difficult loss in the first playoff game, Allen responded with a 45-point effort in game two, and went on to rally the 76ers to a first-round series victory over their nemesis, the Indiana Pacers. Adding to his already filling trophy case, Allen added the 2000-01 MVP Trophy to his collection in mid-May, then promptly proved himself worthy of the honor by almost single-handedly leading the 76ers past Toronto and Milwaukee and into the NBA Finals for the first time in 18 years.

- Led the NBA in Points Per Game (31.1), Steals Per Game (2.51) and Minutes Per Game (42.0) in the 2000-2001 season.

- Scored a career-high 54 points at Cleveland on January 6, 2001, and also poured in 54 in a playoff game at Toronto on May 9, 2001.

- Since 1998, Allen has hosted the Allen Iverson Summer Celebrity Classic, a series of basketball games, softball games and celebrity events benefiting the Boys & Girls Club of Greater Hampton Roads, Virginia.

- Named Rookie of the Year in 1996-97 after finishing sixth in the NBA with 23.5 points per game.

- Drafted by the Philadelphia 76ers with the #1 overall pick in the 1996 NBA Draft.

- Named First Team All-American as a sophomore at Georgetown in 1995-96 after averaging 25.0 points per game and leading the Hoyas to the Elite Eight.

Year	Games	Points per Game	Rebounds per Game	Assists per Game	Total Steals	Total Three-Pointers
96-97	76	23.5	4.1	7.5	157	155
97-98	80	22.0	3.7	6.2	176	70
98-99	48	26.8	4.9	4.6	110	58
99-00	70	28.4	3.8	4.7	144	89
00-01	71	31.1	3.8	4.6	178	98
Career	345	26.2	4.0	5.6	765	470

ALLEN IVERSON

HEIGHT: 6'0"

WEIGHT: 165 LBS.

BORN: JUNE 7, 1975 IN HAMPTON, VA

COLLEGE: GEORGETOWN UNIVERSITY

Offensive Controls

Button	Action
left analog stick	Control Player
✖ button	Pass
■ button	Shoot/Jump For Rebound
● button	Crossover Dribble
▲ button	Call Up Pass Icons
L1	Back Down Defender
L2	Call For Pick
R1	Turbo
R2	Pass To Player Closest To Basket
right analog stick	Bring Up Playcall Menu
right analog stick + ✖,●, ■,▲	Call Play
START button	Pause Game

Free Throw Shooting:

Simultaneously press the left analog stick and right analog stick until both green arrows line up over the basket, then press any of the following buttons: **R1**, **R2**, **L1**, **L2**.

Defensive Controls

Button	Action
left analog stick	Control Player
✖	Swap Players
■	Block Shot/Jump For Rebound
●	Steal
▲	Control Player Closest To Basket
L1	Square Up Ball-handler
L2	Double Team
R1	Turbo
R2	Intentional Foul
right analog stick	Bring Up Playcall Menu
right analog stick + ✖,●, ■,▲	Call Play

FRANCHISE

Guide your team through season after season in your quest to build an NBA dynasty. Select your team, choose your roster (standard or fantasy draft), and get started. You'll be in complete control of your roster, so you'll have to think like an NBA general manager does. That means potentially dealing with salary caps, contract demands, free agency, retirements, the NBA draft and trade offers.

After the first season of your franchise, each additional season will be followed by a nine-week re-signing period in which you'll need to decide whether or not to renew the contracts of any players on your team, followed by the NBA Draft and a nine-week signing period for free agents. From there, it's on to a three-week preseason schedule, followed by the 26-week regular season and four rounds of playoffs. You can either play the games yourself by selecting **Schedule** or you can let the CPU simulate all or parts of the season by selecting **Next Week**.

The Management Screen

This screen will become your best friend and your worst enemy. This is where all the behind-the-scenes work pays off for you. Here's a quick run-down of the options available on this screen:

Active

You can have up to 15 players on your roster, but can have only 12 active players at any given time. Select those 12 players here.

Lineups

Set your starting lineup, as well as your specialized lineups such as big, small, defensive, third string, etc.

Cut

If someone's not cutting the mustard, you'll have to be the bearer of bad news and release him from your roster. If you have 15 players, and want to sign a player, someone's gonna have to go. You can keep less than 15 players on your roster if you wish, but you must always have at least 12 on your team during the season.

Signings

Ah, here's the fun part. You'll need to decide in the offseason which free agents to pursue and whether or not to re-sign or extend the deals of the players already on your roster. Use the **R1/L1** buttons to select either your team or the available free agents, highlight the player you'd like to come to the table with, and press the ✖ button.

You'll see the player's rating, and the agent will make his initial contract demands in the Offer and Years column (so if the columns say "Offer 50" and "Years 4," the agent is asking for a contract paying that player a salary of 50 for each of the next four years, or 200 total). It'll be up to you to decide if the agent's demands are reasonable or not. You can also use your shrewd skills to bargain with the agent (perhaps offering the player only 45 per year). If the agent tells you that "your generous offer has been accepted," you probably could've gotten a better deal. Conversely, if you try to low-ball your potential signee, the agent might stop negotiations with you about a contract for a week or so if he feels you're not making a genuine, serious offer. You'll only have seven weeks in the offseason to create your roster, so try not to upset the agents too much!

Trade

Obviously, propose any trades you'd like here. You'll be able to offer or receive as many as five players and one draft pick. Remember though, you'll have to deal with the salary cap implications of every move you make. During the season, other teams may offer you deals. Check the Trade Screen to accept or decline any trades.

Scouting

Check out the salaries and years remaining on the contracts of all players in the NBA. It's a good idea to start targeting potential free agents early.

News

Read about the league's transactions here.

Needs

This screen will break down the players you have on your roster in each position and will highlight in yellow the positions you should be targeting via free agency, trades or the draft.

GM Watch

This screen tracks your progress as a GM, including your career record, playoff victories and championship appearances.

Note: Once you exit Franchise Mode, you will need to reload Franchise data from the Main Menu to resume.

Customize

Player Create

Whether you want to create a 7-foot, shot-blocking, slam-dunking monster-in-the-middle, re-create a hot college prospect, or perhaps put yourself and your friends into the game, you can do it here. You'll be able to scale and size each individual body part, shape the face any way you want, add any accessories you'd like, and distribute the player's attribute points to create the perfect player for your team.

Pre-set Players

To make things easier for you, we've created three different types of players for each position. So, for example, if you're looking for a specific type of point guard, you'll be able to select from a distributor, a shooter, or a defensive specialist. Once you've selected the pre-set player type, you'll be able to modify his attributes however you'd like.

Coach's Corner: Getting a Created Player onto Your Team

Once you've created that player, you'll need to assign him to a team. From the Player Create screen, press the ● button twice to back out to the Customize Main Menu. Then select **Teams**, and select **Sign**. Your newly created player will appear at the bottom of the available Free Agents list. Press the **R1** or **L1** buttons to scroll to the team you wish to sign the player to, scroll down to your player and press the ✖ button to add the player to that team. (Note that if an existing team already has 15 players on its roster, then you'll need to back out to the Customize Teams screen, select **Waive**, and remove a player from the team to open up a roster spot.) To make sure your player is on the 12-man roster, back out to the Customize Teams screen and select **Lineups**. From there, you can select **Set Active Players** to place him on the active roster, or select **Create Lineups** to insert him into the starting lineup.

Team Create

From the Teams menu in Customize Mode, you can create a brand new team using any of the ten available custom logos, or simply make a few roster modifications to any existing NBA team. Here you can make trades, adjust your lineup, import players and teams from a friend, and set your team's offensive and defensive plays.

Legends Teams

Are you one of those old-schoolers who think basketball in the 1980s was as good as it will ever get? Ever argued with your father or grandfather about how someone like George Mikan or Willis Reed could ever handle Tim Duncan or Alonzo Mourning? Ever wonder how Rick Barry could be the NBA's all-time leader in free throw accuracy with such an odd-looking underhand delivery?

Luckily, NBA 2K2 allows you to answer (or at least try to answer) all those questions with the inclusion of five full legends teams. Choose from an '80s East team led by Larry Bird and Isiah Thomas, an '80s West team with Magic Johnson and James Worthy, a '70s East team featuring such greats as Julius Erving and Walt Frazier, a '70s West team manned by Wilt Chamberlain and Jerry West among others, and even a team of legendary greats from the '50s and '60s such as Bill Russell, Oscar Robertson and Bob Cousy.

Team Capsules

Atlanta Hawks
Head Coach: Lon Kruger
Internet Site: http://www.nba.com/hawks/
2000-01 Record: 25-57 (7th place, Central Division)

Team Outlook: An aging, dormant club just two seasons ago, the Hawks appear ready to turn things around in 2001-02. A flurry of trades have brought fresh faces such as Shareef Abdur-Rahim and Theo Ratliff into the fold, and second-year man Jason Terry is an emerging star. If the Hawks can get decent production out of their bench, and can stay reasonably healthy, the postseason is an obtainable goal.

Key Performers:

#3 SF Shareef Abdur-Rahim
A local high school hero, Abdur-Rahim returns from NBA oblivion in Vancouver and brings 20-point/10-rebound production with him. He's one of the top five small forwards in the NBA, and he's only getting better. Definitely the kind of guy you want to build a team around.

#31 SG Jason Terry
After running the point in college and in his rookie season, Terry is expected to see time in the two spot this year. Only 6'2", he may be small for a shooting guard, but he has great court awareness and is developing into a pure scorer.

Boston Celtics
Head Coach: Jim O'Brien
Internet Site: http://www.nba.com/celtics/
2000-01 Record: 36-46 (5th place, Atlantic Division)

Team Outlook: This long-proud franchise boasts one of the best one-two punches in the league in Paul Pierce and Antoine Walker. These two are dynamite, but to win, the Celtics will need to count on #1 picks Joe Johnson and Joseph Forte to be big pieces of the puzzle. The green and white still have the consistent Kenny Anderson running the point, lending fuel to what could be an exciting season in Beantown.

Key Performers:

#8 PF Antoine Walker
A fantasy-player's delight, Walker can score, rebound and dish out assists. On top of that, he finished 10th in the NBA in steals, and his 221 three-pointers were tops in the NBA last season. He can indeed do it all, but unfortunately his Celtics have missed the playoffs in each of his five seasons.

#34 SF Paul Pierce
Pierce is the type of player that gives opposing coaches fits, as he can light up the scoreboard both from the outside and from close range. After finishing 8th in the NBA in scoring a season ago, it wouldn't surprise anyone to see Pierce on the All-Star Team in 2002.

Charlotte Hornets
Head Coach: Paul Silas
Internet Site: http://www.nba.com/hornets/
2000-01 Record: 46-36 (3rd place, Central Division)

Team Outlook: In 2001-02, the Hornets may have their best team since the LJ/Mourning days of the early 90s. The backcourt is terrific, and the front line has nary a weak link. If the development of Baron Davis continues at its accelerated pace, and if Jamal Mashburn can continue to be a big-time scorer, it's not out of the question to think the Hornets can be serious contenders for the Central Division title.

Key Performers:

#1 PG Baron Davis
One of the most exciting young point guards in the league, the #3 pick of the draft in 1999 made great strides in his sophomore season. He has an explosive first step, and can leap out of the arena. He and Wesley form perhaps the most dynamic backcourt in the Eastern Conference.

#24 SF Jamal Mashburn
After a blistering start to his career in Dallas in the mid-90s, many saw scoring titles in Mashburn's future. A trade to Miami cooled those thoughts somewhat, as his per game averages dropped noticeably. However, an offseason trade to Charlotte a year ago rejuvenated his career, as he topped 20 ppg for the first time in five years.

Chicago Bulls
Head Coach: Tim Floyd
Internet Site: http://www.nba.com/bulls/
2000-01 Record: 15-67 (8th place, Central Division)

Team Outlook: With one of the youngest and most inexperienced squads in the NBA, the Bulls will have to rely on youthful enthusiasm to get by this year. They'll be buoyed by the return of former Bull Charles Oakley, who adds an instant credibility to the front line. They also have a solid bench full of role players and a couple of young first-rounders who figure to bring much-needed energy to the club.

Key Performers:

#5 SG Ron Mercer
Playing for his fourth team in four years, Mercer may have found a home in the Windy City. His 19.7 ppg were a career-high, and he figures to be even more of a go-to guy this season in the absence of Elton Brand. He'll be asked to take on more of a leadership role this year as well, and should be able to push his scoring average over twenty a game.

#3 C Tyson Chandler / #2 PF Eddy Curry
IIt will be a trial by fire for these two teenagers taken with the #2 and #4 picks in this year's draft. You can bet they didn't run into a lot of guys like Karl Malone or Robert Traylor in their high school leagues last year. Still, both have enormous upside, and could patrol the paint for the Bulls for years to come.

Cleveland Cavaliers
Head Coach: John Lucas
Internet Site: http://www.nba.com/cavaliers/
2000-01 Record: 30-52 (6th place, Central Division)

Team Outlook: The Cavs have never seemed ready to have that breakout season in recent years, but things could finally be looking up in Cleveland. Point guard Andre Miller is developing into one of the best in the Eastern Conference, and the frontcourt combination of Lamond Murray, Tyrone Hill, Michael Doleac and Chris Mihm is improving. The Cavs should have enough weapons to play with most of the teams in the Central Division.

Key Performers:

#24 PG Andre Miller
Few realize that in just his second season, Miller led all Eastern Conference point guards in assists a year ago. On the agenda this year – improving upon his scoring average. His quick hands and good court awareness stand out, but he'll need those points per game to increase significantly if this club hopes to be playoff contenders.

#11 C Zydrunas Ilgauskas
Sure he's injury prone - you'd be too if you had screws in both of your feet. But when this Lithuanian big man is in the lineup, the Cavs are a markedly different team. Few players in the NBA clog the lane better than this 7'3", 260-pounder.

Dallas Mavericks
Head Coach: Don Nelson
Internet Site: http://www.nba.com/mavericks/
2000-01 Record: 53-29 (T-2nd place, Midwest Division)

Team Outlook: Things are definitely on the upswing in Big D. Not only is the logo and arena new, but so is the belief that this team has the capability to go a long way in the playoffs. With just the right mix of emerging youngsters, stars coming into their prime and a bench full of proven veterans, the Mavs may be the favorite to overtake Utah and San Antonio in the Midwest Division.

Key Performers:

#41 SF Dirk Nowitzki
In just his third NBA season, Nowitzki established himself as one of the premier scorers in the league. At 7'0", he may be the tallest small forward in league history, which creates all sorts of matchup problems. The floppy-haired German can beat you both with his jumper and by driving to the basket, and at 23 years of age, he's only going to get better.

#4 SG Michael Finley
An all-star two years running, this six-year vet is coming into his own as one of the most outstanding all-around players in the game today. Underrated no longer, count on Finley to have his hands on the ball if the game's on the line.

Denver Nuggets
Head Coach: Dan Issel
Internet Site: http://www.nba.com/nuggets/
2000-01 Record: 40-42 (6th place, Midwest Division)

Team Outlook: Like the Cavaliers, the Nuggets seem to be a player or two away from really making a difference in their division. As their near-.500 record indicates, Denver has the ability to play with the majority of teams in the Midwest Division. Adding to an already veteran-heavy club, they've rolled the dice this offseason hoping that veterans such as Scott Williams and Avery Johnson can provide production off the bench.

Key Performers:

#24 PF Antonio McDyess
Some were surprised when he was drafted with the #2 overall pick in 1995, but McDyess has developed into one of the top power forwards in the Western Conference. His incredible quickness to the rim and nose for the ball down low make him a complete player on both ends of the floor, as his 20.8 ppg and 12.1 rpg last season attest.

#31 PG Nick Van Exel
"Nick the Quick" came into the NBA with a "shoot first" mentality, but as he's grown older, the left-hander has developed into one of the leading assist men in the NBA. He'll still let fly a few three-pointers (leading the team with 135 last year), but his playmaking skills and quick first step are what set him apart.

Detroit Pistons
Head Coach: Rick Carlisle
Internet Site: http://www.nba.com/pistons/
2000-01 Record: 32-50 (5th place, Central Division)

Team Outlook: A perfect marriage of team and city, the Pistons rely on their blue-collar ethic on the boards to outmuscle and outwork other teams. The frontcourt defense is solid with unheralded Ben Wallace, and the team has a true drawing card in high-flying scorer Jerry Stackhouse, but Detroit will need other players to pick up some of the offensive punch if this team is to make a serious playoff run.

Key Performers:

#42 SG Jerry Stackhouse
This former college player of the year is rapidly developing into a bona fide NBA superstar. His slashing and leaping abilities rival those only of fellow UNC alum Vince Carter, and his 29.8 points per game last year trailed only league MVP Allen Iverson. He IS the offense for Detroit, as just about every offensive possession funnels through him.

#3 C Ben Wallace
It may be hard to envision someone that averages 6.4 points per game as a "key performer," but Wallace is as sensational a defensive player as there is in the league. At 6'9", he doesn't have the height to match most power forwards and centers in the NBA, yet his 1,052 total rebounds were more than any other player in the league last year.

Golden State Warriors
Head Coach: Dave Cowens
Internet Site: http://www.nba.com/warriors
2000-01 Record: 17-65 (7th place, Pacific Division)

Team Outlook: Sure, every team looks back at "what ifs" at the conclusion of the season. For the Warriors, the song has been the same for a number of years now: "what if we could stay healthy?" With a solid front line of Antawn Jamison, Danny Fortson and Erick Dampier, and an explosive backcourt of Larry Hughes and rookie Jason Richardson, this team has the talent to improve markedly over their 17-win season a year ago.

Key Performers:

#33 SF Antawn Jamison
Jamison can make it look easy. His soft hands, smooth touch and ability to snake his way to the basket make him a threat on every offensive possession. He may not get a great deal of national recognition just yet, but All-Star Games are clearly in his future.

#20 PG Larry Hughes
It's hard to believe he's still just 22 years old! Much of the team's fortunes will revolve around how Hughes can handle the move from shooting guard to point man this season. He's excellent at creating his own shot, but if he learns to create shots for others, this team could be an instant playoff contender.

Houston Rockets

Head Coach: Rudy Tomjanovich

Internet Site: http://www.nba.com/rockets/

2000-01 Record: 45-37 (5th place, Midwest Division)

Team Outlook: For the first time since 1984, Houston fans will not see a fella named Olajuwon roaming the paint for their club. The Rockets must hope that diminutive scorer Steve Francis can grab the torch from Hakeem and become the heart and soul of the franchise. He and Cuttino Mobley provide a good 1-2 scoring punch in the backcourt, but players such as Kenny Thomas and rookie first-rounder Eddie Griffin will need to prosper down low if this team is to contend for a playoff berth.

Key Performers:

#3 PG Steve Francis

The 6'3" Francis came into the league as a showman and hasn't disappointed. His incredible leaping ability makes him one of the league's great dunkers. Aside from the flash and flair, Francis has become a first-rate point guard as well, averaging nearly seven rebounds and seven assists per game.

#5 SG Cuttino Mobley

Little was expected from this former second-round pick, but Mobley's first three seasons have seen him blossom from bench fodder to NBA Sixth-Man Award runner-up to starting shooting guard. His 19.5 points per game last year merely hint at his big-time ability.

Indiana Pacers

Head Coach: Isiah Thomas

Internet Site: http://www.nba.com/pacers/

2000-01 Record: 41-41(4th place, Central Division)

Team Outlook: On paper, the 2001-02 Pacers seem to have all the ingredients to make one more big playoff push. They have talented scorers in Reggie Miller and Jalen Rose, fast-rising youngsters in Jermaine O'Neal, Al Harrington and Jamaal Tinsley, and a coach that wears two championship rings from his playing days. The Pacers were doomed by a mediocre regular season last year, but they look to be one of those teams you'd definitely want to avoid come playoff time this year.

Key Performers:

#31 SG Reggie Miller

It's easy to use terms like "veteran warhorse" when describing Miller. Though he still lacks the championship ring he covets, the 14-year vet can still light up the scoreboard in stretches with his long-range bombing. He's remarkably durable as well, missing just four regular season games in the past five years.

#7 C Jermaine O'Neal

For his first four years in Portland, O'Neal never averaged more than 4.5 ppg. Since coming over to the Pacers, his statistics have roughly tripled across the board, leading many to believe that he has the potential to develop into one of the top three centers in the Eastern Conference as early as this season.

Los Angeles Clippers

Head Coach: Alvin Gentry

Internet Site: http://www.nba.com/clippers/

2000-01 Record: 31-51 (6th place, Pacific Division)

Team Outlook: What's this we hear? Actual, genuine optimism coming from the Clippers? Believe it - this year's Clippers club is seen by many to be the most likely to see their win total increase by double-digits. The draft-day trade to acquire power forward Elton Brand was pure genius, and as young front lines go, the future trio of Brand, Lamar Odom and Darius Miles is dynamite. Good times are definitely ahead.

Key Performers:

#42 PF Elton Brand

He may not be the flashiest player in the game, and he doesn't show up on the highlight shows making incredible plays every night. All he does is score 20 points a night a pull down 10 rebounds. He's solid, and on a team loaded with young, unpredictable players, Brand will be a rock of consistency.

#7 SF Lamar Odom

It's hard to believe that a guy six-feet, ten-inches tall can be so smooth handling and distributing the ball. Odom is developing into one of the best young inside/outside players, and creates matchup problems wherever he plays. He should join Brand as a 20-point per game scorer very soon.

Los Angeles Lakers
Head Coach: Phil Jackson
Internet Site: http://www.nba.com/lakers/
2000-01 Record: 56-26 (1st place, Pacific Division)

Team Outlook: For the two-time defending champs, it's almost a situation of "the rich getting richer" as they upgraded their bench in the offseason by picking up Lindsay Hunter and Mitch Richmond. After losing just one game in the playoffs a season ago, about the only question regarding this year's team is whether Shaquille O'Neal or Kobe Bryant will be the league MVP. They're scary good.

Key Performers:

#34 C Shaquille O'Neal
Say what you will about that guy wearing #3 on the Sixers, but Shaq must be considered the most dominating player of his generation. His sheer bulk allows him to simply outmuscle 95% of the players in the NBA, and his low-post skills are enough to outplay to other 5%.

#8 SF Kobe Bryant
No longer second-fiddle to Shaq, Bryant took the jump last year from above-average player to superstar. His 28.5 ppg was fourth best in the NBA, and he continues to be perhaps the most electrifying player in the game today. So long as he and Shaq continue to play well together, championships should follow him around.

Memphis Grizzlies
Head Coach: Sidney Lowe
Internet Site: http://www.nba.com/grizzlies/
2000-01 Record: 23-59 (7th place, Midwest Division)

Team Outlook: Not only did the Grizzlies change countries in the offseason, but they also completely revamped the face of the team. The club added flair with dynamic point guard Jason Williams and a couple of "polished rookies" in Shane Battier and Pau Gasol. If Stromile Swift continues to develop, and if Lorenzen Wright can hold his own in the middle, there's no reason to believe this club can't improve on last year's victory total.

Key Performers:

#2 PG Jason Williams
If you had to make an all-highlight reel team, this guy is your first-team point guard. He can do things with a basketball that've never been seen in the NBA. Fans pay to see the showmanship, but the Grizzlies' best chance to win may lie in how well he can settle into being a consistent PG.

#4 PF Stromile Swift
Taken with the #2 overall pick in 2000, the now 21-year-old was eased into action in his first season. Expectations are for him to arrive as an NBA force as early as this year. He's strong in the low post, is ferocious on the offensive glass, and could develop into an Antonio McDyess-type player.

Miami Heat
Head Coach: Pat Riley
Internet Site: http://www.nba.com/heat/
2000-01 Record: 50-32 (2nd place, Atlantic Division)

Team Outlook: After blitzing their way to the #3 seed in the East last season, Miami was upset by Charlotte in three games. They'll be looking for retribution this time around. Eddie Jones and Brian Grant are still solid performers, and a healthy Alonzo Mourning is about as good as it gets in the middle, but the Heat may need to count on their bench more than ever this year if they're going to keep up with Philadelphia and Toronto in the East.

Key Performers:

#33 C Alonzo Mourning
A perennial All-Star, Mourning played just 13 games a year ago, but he's still a difference-maker every time he steps on the floor. He remains one of the best low-post scorers in the game, and his rebounding and shot-blocking abilities make him the most complete center in the Eastern Conference.

#6 SG Eddie Jones
Maybe the best all-around shooting guard in the game, Jones is long on talent yet short on recognition. He's been a regular on the NBA's All-Defensive Team, recording 100 or more steals for seven consecutive seasons. For good measure, he led the Heat in scoring last year at 17.4 points per game.

Milwaukee Bucks
Head Coach: George Karl
Internet Site: http://www.nba.com/bucks/
2000-01 Record: 52-30 (1st place, Central Division)

Team Outlook: Things are definitely looking up in Milwaukee. Finalists for the Eastern Conference crown a season ago, the Bucks may in fact be the frontrunners this time around. The Central Division champs feature a trio of top scorers in Glenn Robinson, Ray Allen and Sam Cassell, and added power forward Anthony Mason from the Miami Heat. With forward Tim Thomas coming off the bench, this team has few weaknesses.

Key Performers:

#13 SF Glenn Robinson
Big things were expected of the "Big Dog" when he was selected with the #1 overall pick in the 1994 NBA Draft, and Robinson has not disappointed. He's averaged more than 20 ppg in six of his first seven pro seasons, and his mid-range jumper is smooth as silk.

#34 SG Ray Allen
Allen has elevated his game from that simply of a long-range bomber into an all-around great player. He's as good a spot-up jump shooter as there is in the game today, and has a knack for hitting the clutch shot. Perhaps even more amazing is that he's yet to miss a game in his five-year career.

Minnesota Timberwolves
Head Coach: Flip Saunders
Internet Site: http://www.nba.com/timberwolves/
2000-01 Record: 47-35 (4th place, Midwest Division)

Team Outlook: Clearly, this team is built around Kevin Garnett. For the past few years, NBA insiders have marveled at his skills, but wondered whether he'd ever get the supporting cast to make a difference in the playoffs. This would seem to be the year. Point guard Terrell Brandon still has plenty left in the tank, the signing of Joe Smith adds bulk up front, and the bench is deep with solid veterans like Anthony Peeler and Gary Trent.

Key Performers:

#21 PF Kevin Garnett
The first high school player in decades to jump from high school to the NBA, Garnett has developed into an absolute stud. He's put up monster numbers the past few seasons, averaging more than 20 points, 10 rebounds and five assists per game. He's as complete a package as you can find in the NBA.

#10 SF Wally Szczerbiak
In just his third season, "Wally World" is rounding into a complete small forward. He's always been a good shooter and leader, but he's developed into a good rebounder as well - increasing his per game average by almost two rebounds last year.

New Jersey Nets
Head Coach: Byron Scott
Internet Site: http://www.nba.com/nets/
2000-01 Record: 26-56 (6th place, Atlantic Division)

Team Outlook: Along with the Clippers and Hawks, the Nets have to be considered one of the favorites to see their win total increase the most from last season. The acquisition of Jason Kidd gives them a true playmaker at the point, while many tabbed Richard Jefferson as the most athletic player in the draft. If they can get full seasons out of Keith Van Horn and Kenyon Martin, look out. Their starting five matches up favorably with anyone.

Key Performers:

#5 Jason Kidd
Kidd will be asked to be more of a distributor than last year's point man, Stephon Marbury. That's just what Kidd likes to do (in fact, he once dished out 25 assists in a single game). He's a perennial member of the NBA's All-Defensive Team, and has some of the quickest hands this side of Wyatt Earp.

#6 PF Kenyon Martin
Martin brings with him a room full of Player-of-the-Year trophies from college. He finished his rookie year with a modest 12-point scoring average and added a respectable 7.4 rebounds a night, but he has the strength and power to improve both of those numbers substantially this season.

New York Knicks
Head Coach: Jeff Van Gundy
Internet Site: http://www.nba.com/knicks/
2000-01 Record: 48-34 (3rd place, Atlantic Division)

Team Outlook: In an Eastern Conference with no clear-cut favorite, the Knicks have to be considered one of the top two or three favorites to play in the NBA Finals. Their front line of Marcus Camby, Kurt Thomas and Latrell Sprewell is as athletic a group as exists in the NBA today. Former Knick Mark Jackson returns to run the show, sharp-shooter Allan Houston thrives in big-game situations, and the bench appears solid with Shandon Anderson, Clarence Weatherspoon and a maturing Othella Harrington.

Key Performers:

#23 C Marcus Camby
Though considered under-sized for his position, Camby uses his athleticism and leaping ability to control the glass. He made the great "leap" forward last season, improving his rebounding average by nearly four per game. His mere presence in the middle can affect the other team's shot selection.

#20 SG Allan Houston
Houston is the very definition of a "solid player," and gets the job done night in and night out. He can step out and beat you with a three, he can get by you off the dribble, or he can drive and dish to the open man. On top of that, he's the consummate team player, and is about as clutch as they come.

Orlando Magic
Head Coach: Doc Rivers
Internet Site: http://www.nba.com/magic/
2000-01 Record: 43-39 (4th place, Atlantic Division)

Team Outlook: The Magic will certainly be a fun team to watch this season. Shooting guard Tracy McGrady is coming into his own as one of the most exciting players in the league, and the return of All-Star Grant Hill will add yet another weapon to the arsenal. Center Patrick Ewing may be at the end of his brilliant career, but he should still be serviceable in the middle, and will add veteran knowledge and playoff experience to this young bunch. It wouldn't be a surprise to see this club go a long way in the playoffs.

Key Performers:

#1 SG Tracy McGrady
McGrady went berserk last season, increasing his scoring average from 15.4 to 26.8 points per game and becoming a starter in the All-Star Game. He has the ability to drive past anyone in the league, and can leap so far that you'd swear he must have a cape on. You ready for the scary part? He's just 22.

#33 SF Grant Hill
While with the Pistons, you could count on Hill to average right around 20-21 points, 7-8 rebounds and 6-7 assists per night. While some people have the ability to slash to the hole, with Hill, it's almost more like he glides to the basket. He and McGrady may form a 1-2 punch second only to Kobe and Shaq.

Philadelphia 76ers
Head Coach: Larry Brown
Internet Site: http://www.nba.com/sixers/
2000-01 Record: 56-26 (1st place, Atlantic Division)

Team Outlook: Last year's 76ers club was almost a textbook example of how combining a couple of superstars with a roster full of gritty, hard-nosed role players can yield incredible results. Allen Iverson will again be, hands down, the star of the show this time around, and Dikembe Mutombo is arguably the best defensive enforcer in the game today, but to be successful the team will again need to count on the contributions of players such as Aaron McKie, Eric Snow, Raja Bell and the newly acquired Derrick Coleman.

Key Performers:

#3 SG Allen Iverson
Not only did Iverson lead his team to the East championship last year, but he also led the league in scoring, earned his first MVP award and added the MVP trophy from the All-Star Game to boot! One of the deadliest shooters and most ferocious competitors in the game, Iverson can win games all by himself.

#55 C Dikembe Mutombo
Last year, Mutombo's tough defensive presence meshed perfectly with Iverson's scoring prowess. Almost overnight, the Sixers morphed from a decent team into a legitimate title contender. Amazing fact? Mutombo has never averaged fewer than 11 boards per game in his entire 10-year career.

Phoenix Suns
Head Coach: Scott Skiles
Internet Site: http://www.nba.com/suns/
2000-01 Record: 51-31 (3rd place, Pacific Division)

Team Outlook: Health is really the only obstacle between the Suns being merely a better-than-average club or being a threat to advance deep into the playoffs. Here come the "ifs" - if Penny Hardaway can stay healthy, if Tom Gugliotta can come all the way back, if Shawn Marion continues to develop into a top-flight scorer, and if Stephon Marbury can run the offense through his many talented teammates, this club will go a long way, as in a VERY long way.

Key Performers:

#3 PG Stephon Marbury
Marbury has been instant offense through his first five NBA seasons. In fact, his scoring average has improved in each of those five years, ultimately reaching a 23.9 clip a year ago. Amazingly, he's still been able to average more than eight assists per game.

#31 SF Shawn Marion
In just his second season, the 6'7" Marion averaged a double-double (17.3 points, 10.7 rebounds), and impressed NBA insiders with his nose for the ball. It's not out of the question to see Marion, Marbury and Hardaway forming the highest scoring trio in the NBA.

Portland Trail Blazers
Head Coach: Maurice Cheeks
Internet Site: http://www.nba.com/blazers/
2000-01 Record: 50-32 (4th place, Pacific Division)

Team Outlook: Portland certainly qualifies as one of the most enigmatic teams in the NBA. They have a dynamite floor general in Damon Stoudamire, an All-Star down low in Rasheed Wallace, a couple of scoring swingmen in Derek Anderson and Bonzi Wells, a six-time All-Star in Shawn Kemp, and one of the 50 greatest players in NBA history, Scottie Pippen. If this team can play together, they could pose a threat to the Lakers in the West.

Key Performers:

#30 PF Rasheed Wallace
Wallace rates as one of the top two or three most dominating power forwards in the league. He led the Blazers in scoring, rebounding and blocked shots a year ago, and found himself on the All-Star team for the second consecutive year. He definitely rates as one of the league's most fiery competitors.

#3 PG Damon Stoudamire
"Mighty Mouse" may not be the scorer he was early in his career, but he's developed into a pure point guard, and has taken on more of a leadership role in Portland. Don't be fooled, though - Stoudamire can still bury the open jumper or take the ball to the rim with the best of 'em.

Sacramento Kings
Head Coach: Rick Adelman
Internet Site: http://www.nba.com/kings/
2000-01 Record: 55-27 (2nd place, Pacific Division)

Team Outlook: The Kings feature just about every piece of the puzzle necessary to have a championship-caliber club. Point guard? Check. Mike Bibby steps in to provide a calming influence at the point. Superstar? Check. Chris Webber is the unquestioned go-to guy. Presence in the middle? Check. Vlade Divac is still a top-flight center. A good supporting cast and bench? Check and check. Guys like Predrag Stojakovic and Doug Christie help round out a squad that appears loaded with the tools to make a big run.

Key Performers:

#4 PF Chris Webber
"C-Webb" can do just about everything, and set a career high in scoring last year at 27.1 points per game. Webber makes frequent appearances on the highlight reel, yet has developed into something of a workmanlike player. No matter how you break it down, he's one of the best players in the game today.

#10 PG Mike Bibby
After finishing well out of the playoffs in his first three years, Bibby now joins a team looking for leadership at the point to help get them over the hump. He seems poised to deliver, as he finished in the top ten in assists a year ago and averaged nearly sixteen points a game as well.

San Antonio Spurs
Head Coach: Gregg Popovich
Internet Site: http://www.nba.com/spurs/
2000-01 Record: 58-24 (1st place, Midwest Division)

Team Outlook: Many forget the fact that San Antonio had the best regular season in all the NBA last season. Now just two years removed from an NBA championship, the Spurs will be looking to unseat the Lakers in the West. To do so, San Antonio will need continued improvement from point man Antonio Daniels and will need newly acquired Steve Smith to step up big as a perimeter threat come playoff time.

Key Performers:

#21 PF Tim Duncan
For years this was David's team, but it appears now that Duncan is the star attraction. He has excellent scoring and rebounding ability, great agility for his size, and is perhaps the smartest player in the game today. Now that he's improved his free throw shooting, it's impossible to spot a single weakness in his game.

#50 C David Robinson
"The Admiral" saw his scoring average dip to a career low 14.4 ppg last year, but don't be fooled into thinking he's on his last legs. Robinson remains one of the most intimidating defenders in the game, and his mere presence virtually guarantees that the Spurs will be contenders in the West again this year.

Seattle Sonics
Head Coach: Nate McMillan
Internet Site: http://www.nba.com/sonics/
2000-01 Record: 44-38 (5th place, Pacific Division)

Team Outlook: The Sonics still have enough talent to beat any team on any given night. Point guard Gary Payton has been one of the best at his position for more than a decade and shows no sign of letting up. The team can count on solid contributions from veterans such as Vin Baker and Brent Barry, but if this team is to make a return to the playoffs, players such as Rashard Lewis and Desmond Mason will need to transfer their enormous potential into results.

Key Performers:

#20 PG Gary Payton
"The Glove" has been a member of the NBA All-Defensive Team for an astonishing eight consecutive seasons, yet on top of that, in the last two seasons he's posted the two highest per game scoring averages of his career. Payton is the unquestioned leader of his club, and can carry the team on his back if need be.

#7 PF Rashard Lewis
After jumping to the NBA directly out of high school, Lewis was tentative in his first few seasons. Last year, he emerged as a starter and averaged nearly 15 points and 7 rebounds per game. This year, the Sonics hope he can increase those numbers to around 18 and 9.

Toronto Raptors
Head Coach: Lenny Wilkens
Internet Site: http://www.nba.com/raptors/
2000-01 Record: 47-35 (2nd place, Central Division)

Team Outlook: The Raptors consider themselves to be one of the frontrunners to win the Eastern Conference this season, and who's to argue? High-flying Vince Carter has matured from simply an explosively talented leaper into an all-around terrific basketball player. Antonio Davis and new acquisition Hakeem Olajuwon provide big-time ability in the paint, and Morris Peterson is a banger whose stock is on the rise. If things come together, Toronto will be in the mix come playoff time.

Key Performers:

#15 SG Vince Carter
Talk of an MVP trophy may be premature, but as he proved in his classic battle with Allen Iverson in the playoffs last year, Carter can flat out carry a team on his back and single-handedly take over ball games. His scoring average of 27.6 points per game a year ago could easily top 30 this year.

#33 PF Antonio Davis
Davis found a home as a starter in Toronto, establishing career highs in scoring, rebounding, assists and blocked shots, and earning a starting spot on East All-Star Team. His size enables him to muscle his way into easy baskets down low, but he can also step out and drain the baseline jumper.

Utah Jazz
Head Coach: Jerry Sloan
Internet Site: http://www.nba.com/jazz/
2000-01 Record: 53-29 (T-2nd place, Midwest Division)

Team Outlook: Sure they keep getting older. Sure they're due for the big crash. Yet somehow, the Jazz quietly go about their business, win 50+ games during the regular season, and forge into the playoffs as one of those teams that nobody wants to play. Things should be no different this year. It's clearly John Stockton and Karl Malone's team, but for Utah to return to the NBA Finals, they'll need someone like Donyell Marshall, Quincy Lewis or Bryon Russell to have a monster year.

Key Performers:

#34 PF Karl Malone
It's hard to look at someone that still averages 23.2 points per game and say "he's not the player he once was." He's still every bit that player, and will be every bit as dangerous come playoff time. His ability to get to the hole has set him apart as a player, and he still manages to pull down close to ten rebounds every night.

#12 PG John Stockton
The NBA's all-time assists leader, Stockton can still distribute the ball as well as any point guard in the game. He doubles as the NBA's all-time steals leader, and even at 39, retains the ability to shut down opposing point guards with his smarts, hustle and extraordinary court awareness.

Washington Wizards
Head Coach: Doug Collins
Internet Site: http://www.nba.com/wizards/
2000-01 Record: 19-63 (7th place, Atlantic Division)

Team Outlook: You can throw last year's record right out the window. As we all know, things'll be different in the nation's capital this year - a LOT different. In fact, many predict that Washington will become instant playoff contenders with the changes they've made to the makeup of the ball club. Regardless, the Wiz will need continued improvement from youngsters like Richard Hamilton and Courtney Alexander, and will need #1 pick Kwame Brown to arrive quickly if this team is to get that far.

Key Performers:

#32 SF Richard Hamilton
Though he's quietly emerged as one of the bright young stars of the NBA, "Rip" has become something of a forgotten man in Washington. He more than doubled his scoring average from his rookie season to 18.1 ppg last year, and might see that number increase this year if teams overlook him again this year.

#5 PF Kwame Brown
As the #1 overall pick in last year's draft, Brown has high expectations to live up to. The 19-year-old will begin learning the ropes by coming off the bench in his freshman NBA season, but his incredible athletic ability may earn him a starting spot before long. Comparisons to Kevin Garnett aren't too far-fetched.

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Rod Brooks as Rod West
Ira C. Smith as The PA Announcer
Jerry Miller as The Coach

Presentation Consultant
Artie Kempner

Motion Capture Talent
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Thomas Fairley
Rob Kennedy
Ken Jennings
Bo Outlaw
Rasheed Wallace
Sadiki Fuller
Sean Lewis
Marcus Smith
Rick Lambert
Rob Gatson

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Jake Baker
Taron Hensley
Donell Williams
Ray Graham
Kurt Maffei
Rob Gatson

Playbook Design
Sportsvision

Intro Movie
Created by DragonLight

Intro Movie Music
Performed by R.O.C
Written by Jermaine Dupri and R.O.C
Produced by Jermaine Dupri for So So Def Productions

Menu Music
C&G Entertainment

Arena Music
Scorpio Sound
Composed and Produced By Mike Reagan
Gregory J. Hainer

Additional Arena Music
Directed and Supervised by CouchLife Ltd., London, UK
Composed and Produced by Matt Hales
HSP (Tom Hills)

Street Court Music
Produced by Da Beatminerz

Special Thanks
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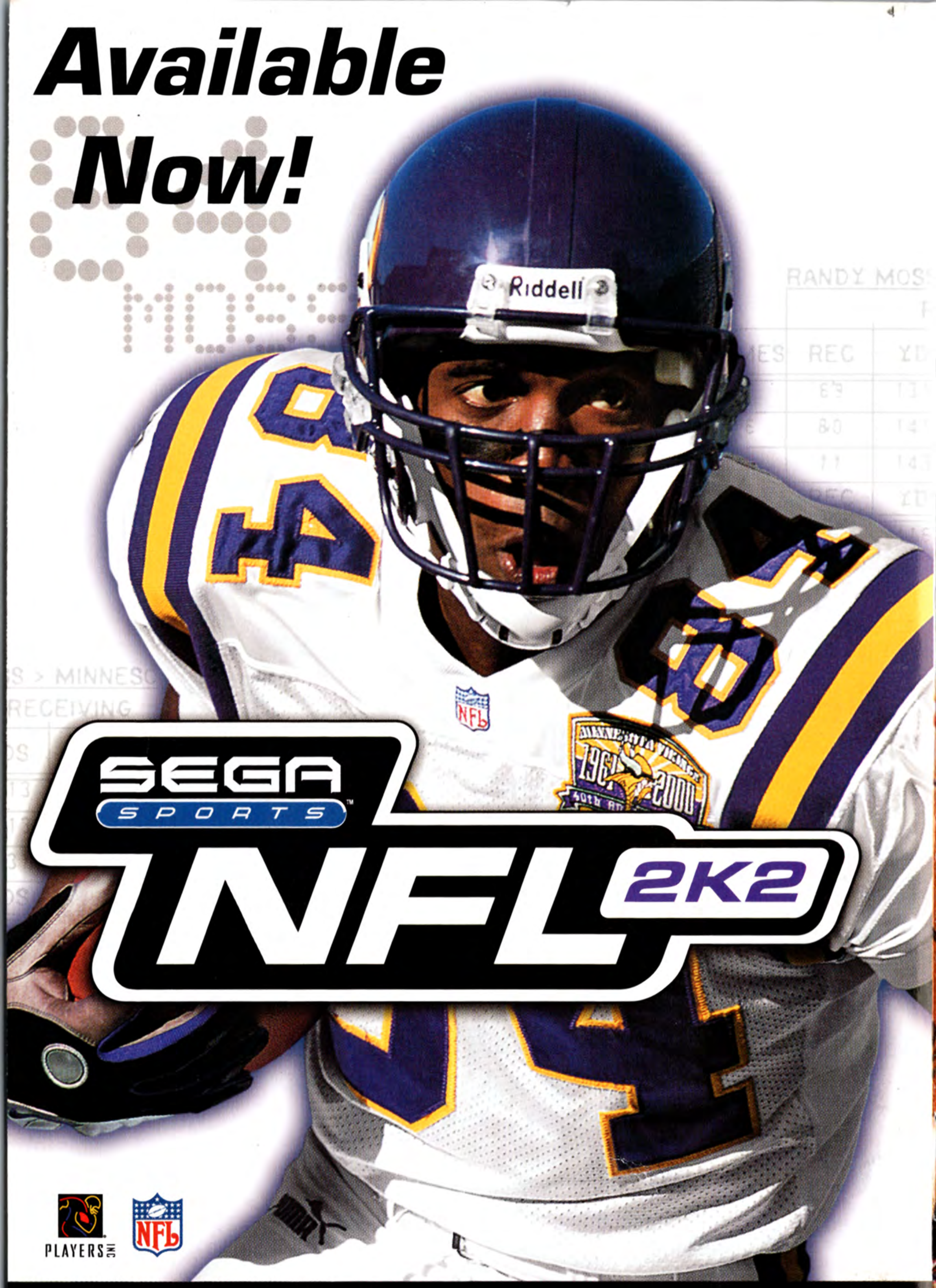

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